

What Is Claimed Is:

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1. A game machine which enables a player and an opponent to play a battle by laying down their cards in a game screen, the game machine comprising:

a control device which increases the number of cards available in a battle when the player continues winning.

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2. The game machine of claim 1, wherein the control device sets a plurality of stages in which a plurality of opposing characters which are opponents in a battle are able to appear, causes the player to advance to a next stage after having won over respective opposing characters in a certain stage, and increases the number of cards available in a battle.

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3. The game machine of claim 1, wherein the control device sets a plurality of stages in which a plurality of opposing characters which are opponents in a battle are able to appear, and increases the number of cards available in a battle when the player has won over the opposing characters at least a predetermined number of times in a certain stage.

4. The game machine of claim 1, wherein the control device enables loading of, on a per-unit-card-information-set basis, a plurality of

4 card information sets pertaining to a plurality of
5 cards recorded on a computer readable medium, thereby
6 enabling the player to increase the number of cards
7 available in a battle.

1 5. The game machine of claim 4, wherein the control
2 device sets a read enable flag for a card information
3 set for which loading has been permitted. /

1 6. The game machine of claim 4, wherein the plurality
2 of card information sets are set so as to differ from
3 each other.

1 7. The game machine of claim 5, wherein the plurality
2 of card information sets are set so as to differ from
3 each other.

1 8. The game machine of claim 4, wherein the computer
2 readable medium includes an external computer readable
3 medium removably attached to the game machine, and
4 a setting region for the read enable flag is formed
5 on the external computer readable medium. —

1 9. The game machine of claim 5, wherein the computer
2 readable medium includes an external computer readable
3 medium removably attached to the game machine, and
4 a setting region for the read enable flag is formed.

5 on the external computer readable medium.

1 10. The game machine of claim 1, wherein the control
2 device updates time information pertaining to the world
3 of a game every time the player plays a battle with
4 an opposing character, and effects contents of an event
5 when requirements for occurrence of an event are
6 satisfied if the updated time corresponds to a
7 predetermined date and time at which an event is to
8 arise.

1 11. The game machine of claim 10, wherein the control
2 device causes the player to acquire a new card available
3 in a battle when the player has won over an opposing
4 character, when the player's winning over an opposing
5 character is defined as a requirement for occurrence
6 of an event.

1 12. A method of controlling operation of a game machine
2 which enables a player and an opponent to play a battle
3 by laying down their cards, the method comprising the
4 steps of:

5 setting a plurality of stages in which a plurality
6 of opposing characters which are opponents in a battle
7 are able to appear; and

8 causing the player to proceed to the next stage
9 when having won over the opposing characters in a certain

10 stage, thereby increasing the number of cards available
11 in a battle.

1 13. The method of claim 12, further comprising the
2 steps of:

3 updating time information pertaining to the world
4 of a game every time the player plays a battle with
5 an opposing character; and

6 effecting details of an event when requirements
7 for occurrence of an event have been satisfied if the
8 updated date and time corresponds to a predetermined
9 date and time at which a certain event is to arise.

1 14. A method of controlling operation of a game machine
2 which enables a player and an opponent to play a battle
3 by laying down their cards, the method comprising the
4 steps of:

5 setting a plurality of stages in which a plurality
6 of opposing characters which are opponents in a battle
7 are able to appear; and

8 increasing the number of cards available in a
9 battle when the player has won over the opposing
10 characters at least a predetermined number of times
11 in a certain stage.

1 15. The method of claim 14, further comprising the
2 steps of:

3 updating time information pertaining to the world
4 of a game every time the player plays a battle with
5 an opposing character; and
6 effecting details of an event when requirements
7 for occurrence of an event have been satisfied if the
8 updated date and time corresponds to a predetermined
9 date and time at which a certain event is to arise.

1 16. A computer readable medium having recorded thereon
2 an operation control program for controlling operation
3 of a game machine which enables a player and an opponent
4 to play a battle by laying down their cards, the operation
5 control program comprising:

6 a processing routine for increasing the number
7 of cards available in a battle when the player continues
8 winning.

1 17. The computer readable medium of claim 16, wherein
2 the processing routine includes:

3 setting a plurality of stages in which a
4 plurality of opposing characters which are opponents
5 in a battle are able to appear, and

6 causing the player to proceed to the next
7 stage when having won over the opposing characters
8 in a certain stage, thereby increasing the number of
9 cards available in a battle.

1 18. The computer readable medium of claim 16, wherein
2 the processing routine includes:

3 setting a plurality of stages in which a
4 plurality of opposing characters which are opponents
5 in a battle are able to appear, and

6 increasing the number of cards available
7 in a battle when the player has won over the opposing
8 characters at least a predetermined number of times
9 in a certain stage.